IN THE CLAIMS

No claims are amended. The claims as situated in the application are as follows:

1. (PREVIOUSLY PRESENTED) A method of interactive gaming comprising:

transmitting a gaming application from a gaming system to a plurality of receivers via a first communications network, and storing the gaming application at the receiver;

initiating a game from the gaming application at a time other than a time of transmission of the gaming application;

submitting a user identification;

generating a plurality of questions for a skill level;

initiating a question answer sequence;

incrementing through the plurality of questions while progressing through the question answer sequence;

incrementing the skill level upon completion of the question answer sequence for the plurality of questions;

iteratively repeating steps c-f until at least one of a user exits the game and each skill level is complete;

calculating a time based score component for each skill level;

calculating a bonus score component for each skill level;

summing the time based score component and the bonus score component in order to determine a total level score for each skill level;

calculating a real time total user score associated with the results of the question answer sequence by summing the total level score for each skill level completed by the user;

transmitting the real time total user score to the gaming system via a second communications network; and

transmitting a ranking of the real time total user scores for each user via the first communications network.

2. (ORIGINAL) The method of interactive gaming according claim 1, where the step i, calculating a time base component, includes the steps of:

recording a total time to submit an answer to a question of the plurality of questions;

calculating an output score for said question based upon a ratio of the total time to submit an answer over a total time allotted to compete a question on the respective skill level;

summing the output scores for each question of the plurality of questions and outputting a question sum total; and

multiplying a question sum total times a skill level factor times a base question score.

3. (ORIGINAL) The method of interactive gaming according claim 1, where the step j, calculating a bonus score component, includes the steps of:

incrementing a total number of questions asked $Q(i)_{asked}$ by 1 for each iteration of the question answer sequence;

incrementing a total number of questions correct $Q(i)_{correct}$ by 1 for each correct answer supplied by the user;

calculating a percentage correct based upon the ratio of $Q(i)_{correct}$ over $Q(i)_{asked}$;

multiplying the percentage correct time a skill level factor times a base level bonus.

4. (ORIGINAL) The method of interactive gaming according claim 1, where the step b, initiating a game, includes the steps of:

initiating communication with the gaming portal over the communications network;

selecting a game from a plurality of games accessible through the gaming portal; and

transmitting a gaming application and a database of questions associated with the gaming application.

5. (ORIGINAL) The method of interactive gaming according claim 1, where the step d, generating a plurality of questions, includes the steps of:

collecting and selectively storing a plurality of system questions on a question database residing on the gaming system where step of selectively storing includes

associating each question of said plurality of system questions with a skill level for a gaming application; and

transmitting a portion of said plurality of system questions to a user upon request.

6. (ORIGINAL) The method of interactive gaming according claim 1, where the step e, initiating a question answer sequence, includes the steps of:

activating a gaming application residing on a user controlled device;

reviewing a question on a user output device; and

inputting an answer using a user input device.

7. (ORIGINAL) The method of interactive gaming according to claim 1, further including the steps of:

maintaining a question database within the gaming system;

supplementing the question database with new questions; and

constantly receiving new questions for completing the step of supplementing the question database.

8. (PREVIOUSLY PRESENTED) A system for interactive gaming comprising:

a central broadcast center transmitting signals over a first communications network;

a gaming system comprising a gaming application residing within the central broadcast center;

a plurality of receivers which receive the gaming application via the first communication network;

a plurality of games accessible through the gaming application at a time other than a time of transmission of the gaming application, wherein the gaming application and the plurality of games are stored at the plurality of receivers; and

a scoring protocol associated with the plurality of games, where the scoring protocol provides real time scoring data transmitting from the plurality of receivers back to the gaming system via a second communication network.

9. (ORIGINAL) The system for interactive gaming according to claim 8 where said gaming system comprises:

a gaming application associated with each of the plurality of games;

a dynamic question database;

a plurality of questions residing on the dynamic question database;

a user score database;

a plurality of dynamic user scores residing in the user score database;

a real-time update server where the real-time update server receives and transmits data and gaming applications; and

an uplink server, where the uplink server receives transmissions from the real-time update server and transmits signals via the first communications network.

10. (ORIGINAL) The system for interactive gaming according to claim 9 further comprising:

a user reception device that receives signals from the uplink server via the first communication and transmits signals to the gaming system via a second communications network.

11. (ORIGINAL) The system for interactive gaming according to claim 10 where the user reception device includes:

a user question database; and

a user gaming application, where the user reception device transmits signals to a user output device and receives signals from a user input device.

12. (ORIGINAL) The system for interactive gaming according to claim 8 where the scoring protocol includes:

a time based component; and

a bonus score component, where the time based component and the bonus score component depend upon a plurality of scoring factors.

13. (ORIGINAL) The system for interactive gaming according to claim 12, where the time based component comprises:

a total time to submit an answer to a question;

a total time allotted to submit an answer to a question;

an output score for each question based upon the total time to submit an answer to a question and the total time allotted to submit an answer to a question; and

a summation of the output score for each question where the summation is multiplied by a tally base score and a level factor in order to determine the time based component.

14. (ORIGINAL) The system for interactive gaming according to claim 12, where the bonus score component comprises:

a total number of questions queried;

a total number of correct answers; and

a correct percentage based upon a ratio of number of correct answers to number of questions queried, where the correct percentage is multiplied by a bonus base level and a level factor in order to determine the bonus score component.